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REGISTRO DE LA PROPIEDAD INDUSTRIAL



ESPAÑA

PROCEDE DEL MODELO DE UTILIDAD nº 273.058

PATENTE DE INVENCION

NÚMERO
529.536
FECHA DE PRESENTACION
21 JUNIO 1983

ⓐ A1

104  
6916  
ⓐ ES  
ⓑ

ⓐ PRIORIDADES		
ⓑ NÚMERO	ⓑ FECHA	ⓑ PAIS
ⓐ FECHA DE PUBLICIDAD	ⓑ CLASIFICACION INTERNACIONAL	ⓑ PATENTE DE LA QUE ES DIVISIONARIA
	607F 17/34	
ⓐ TÍTULO DE LA INVENCION		
MAQUINA RECREATIVA PERFECCIONADA		
ⓐ SOLICITANTE (ES)		
SEGA, S.A		
DOMICILIO DEL SOLICITANTE		
Ctra. de Toledo Km 22,900 PARLA (MADRID)		
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El solicitante		
ⓐ REPRESENTANTE		
D. JULIO HERRERO ANTOLIN		

K.P.I. ES AI 59.576 Int.Cl. 2

(54)

Máquina recreativa perfeccionada.

Fig. 1

(54)

5.6916

(57)

Máquina recreativa del tipo que comprende una pluralidad de tambores portadores de grafismos capaces de establecer múltiples combinaciones, susceptibles de premio.

Consta de una pantalla que incorpora una pluralidad de indicadores, portadores de grafismos que reflejan escalonadamente los diferentes valores de los premios obtenibles; de un circuito auxiliar que a través de los correspondientes pulsadores de accionamiento, y ante el registro por parte del circuito de una situación de premio, posibilita la variación hacia más ó hacia menos, en orden a aumentar el valor del premio; y de un indicador auxiliar informativo del resultado adoptado por el circuito auxiliar.

(57)

ANCHOR 16176

### MEMORIA DESCRIPTIVA

La presente invención se refiere, según se expresa en el enunciado de esta memoria descriptiva, a una máquina recreativa que ha sido sensiblemente perfeccionada en orden a potenciar sus características funcionales.

5 La máquina que la invención propone es del tipo de las que incorporan un juego de tambores, o tambores simulados, portadores de símbolos capaces de establecer diferentes combinaciones, susceptibles de premio.

10 En estas máquinas, como es sabido, al introducir una moneda se ponen en funcionamiento los citados "tambores", y su parada... determina una combinación, preestablecida en el programa de gobierno de la máquina, existiendo respectivos pulsadores para la parada de los tambores, aunque realmente tales pulsadores no inciden en la combinación final.

15 Los perfeccionamientos que la invención propone están orientados hacia una "prolongación" en el juego, con una mayor participación por parte del jugador.

20 En este sentido la máquina incorpora en su pantalla, además de los indicadores convencionales correspondientes a las posibles combinaciones con premio, otra serie de indicadores correspondientes a los diferentes valores relativos a los diversos premios, de manera que cuando se consigue una combinación premiada, se ilumina el indicador correspondiente al valor obtenido. Un indicador complementario, preferentemente provisto de los signos + y -, se iluminará también informando al jugador de que, a partir del premio  
25 obtenido, puede intentar aumentarlo, con el riesgo de que este disminuya, mediante el accionamiento de un pulsador auxiliar. Obvia-

mente esta posibilidad solo será ofrecida por la máquina cuando el premio obtenido no sea límite, es decir, cuando no se trate del premio máximo ni del premio mínimo.

5 El accionamiento de tal pulsador trae consigo la puesta en funcionamiento de un circuito auxiliar existente en el programa de la máquina, de manera que el premio inicialmente obtenido puede pasar al valor inmediatamente superior o al valor inmediatamente inferior, reflejándose éste resultado en el correspondiente indicador y suministrando la máquina el premio resultante.

10 Existe también un circuito temporizador, de manera que la situación de jugada complementaria se mantiene durante un período preestablecido, transcurrido el cual se elimina tal posibilidad y la máquina suministra el premio obtenido originalmente.

15 Existe además una segunda jugada auxiliar, para lo cual la máquina incorpora en sus "tambores", además de los motivos o grafismos con los que se consigue la combinación, respectivos números cuyo sumatorio se transforma en el número de avances a suministrar a un tablero de juego auxiliar establecido en la propia pantalla de la máquina.

20 Esta jugada auxiliar, que tan solo será factible cuando la combinación obtenida en los "tambores" no se corresponde a un premio directo, y que tampoco será siempre, es decir que la máquina ofrecerá tal jugada auxiliar, tan solo cuando el porcentaje de recaudación lo permita de acuerdo con los coeficientes de premios programados y preestablecidos, supone un número de avances, equivalente al sumatorio anteriormente citado, en el tablero auxiliar, de manera que en tal tablero se establecen una serie de símbolos

25

con diferentes valoraciones, y el jugador podrá obtener un premio complementario en función de la situación correspondiente al sumatorio de avances.

5 De forma más concreta en dicho tablero auxiliar se establece una numeración correlativa, correspondiente a los diferentes avances, existiendo símbolos carentes de premio, otros símbolos que a su vez suponen más avances, símbolos que dan premios directos o indirectos, específicamente valorados, y premios sorpresa cuyo valor no aparece reflejado en pantalla y será determinado por la máquina, también en función de la programación realizada al efecto.

10 Para complementar la descripción que seguidamente se va a realizar y para llegar a una mejor comprensión de las características del invento, se acompaña a la presente memoria descriptiva, como parte integrante de la misma, de una hoja única de planos en la que con carácter ilustrativo y no limitativo y en su única figura, se ha representado una vista parcial en alzado frontal de una máquina recreativa realizada de acuerdo con los perfeccionamientos objeto de la presente invención.

20 A la vista de esta figura puede observarse como la máquina recreativa que la invención propone incorpora una serie de "tambores" 1 portadores cada uno de ellos de una pluralidad de símbolos, capaces de establecer diferentes combinaciones susceptibles de premio, estando cada uno de tales tambores 1 asistido por el correspondiente pulsador 2 para efectuar su supuesta parada, a la vez que un pulsador 3 establece la puesta en funcionamiento de dichos tambores 1, tras 25 la introducción de la correspondiente moneda.

En la pantalla de la máquina existirá, como es convencional,

una serie de indicadores 4 relativos a las diferentes combinaciones susceptibles de premio y a los respectivos premios.

5 A partir de esta estructuración convencional, los perfeccionamientos que la invención propone se centran en la existencia además, en la pantalla de la máquina, de otra serie de indicadores 5, en los que aparecen respectivos valores 6 correspondientes a los diferentes premios obtenibles por el jugador, de manera que se establece una escala progresiva desde el valor mínimo hasta el valor máximo... En el ejemplo representado en la figura, tales valores son de 25-50-75-100-125-175-250-350-500, pero obviamente estos valores pueden variar sin limitación alguna. ....

15 Cada uno de estos indicadores 5 está asistido por un piloto luminoso y, cuando en los tambores 1 se consigue una combinación premiada, se enciende el piloto correspondiente al indicador 5 del valor obtenido. ....

20 Simultáneamente se activa otro indicador 7 que informa al jugador sobre la posibilidad de realizar una primera jugada auxiliar, consistente, como anteriormente se ha dicho, en aumentar el valor del premio obtenido, en un escalón, con el riesgo de disminuirlo también en un escalón.

25 Para ello existe otro pulsador 8 con el que se lleva a cabo tal jugada auxiliar, existiendo un indicador 9, con los símbolos +1 y -1, iluminándose en cada caso el símbolo correspondiente al resultado de tal jugada auxiliar, suministrando seguidamente la máquina el premio conseguido en función de la misma.

Esta jugada auxiliar es opcional de manera que, tras la iluminación del indicador 7, y tras un tiempo preestablecido, si el jugador

no ha actuado sobre el pulsador 8, la máquina suministra directamente el premio obtenido en la jugada principal.

Los resultados de esta jugada auxiliar no son aleatorios, sino que el aumento o la disminución del premio original se encontrará debidamente programado, en orden a que la máquina suministre en todo momento el porcentaje de premios preestablecido, con respecto a la recaudación.

La máquina ofrece además una segunda jugada auxiliar, para lo cual los propios tambores 1, además de los motivos convencionales, incorporan respectivos números 10. Cuando la combinación obtenida en los tambores 1 no tiene premio directo, y también a través del circuito de programación de la máquina, se efectúa el sumatorio de los citados número 10 y tal sumatorio se transforma en un número de "avances" suministrados a un tablero auxiliar 11 existente en la pantalla de la máquina y preferentemente configurado según un laberinto.

En dicho laberinto se establece una alineación de símbolos 12 debidamente ordenado, que en el ejemplo de realización elegido son 35, pero cuyo número puede variar sin limitación alguna, estando tales símbolos debidamente numerados para establecer el orden de "avance" y correspondiendo a cada uno de ellos un valor diferente.

En este sentido existen símbolos como los referenciados con 12, carentes de valor, existen otros símbolos como los referenciados con 13 que determinan un premio directo, concretamente en el ejemplo de realización elegido de 25, 250 y 500 pts., existen otros símbolos, concretamente los referenciados con 14, que suponen un número complementario de avances, número que aparece reflejado en los mismos,



existen también símbolos que determinan un salto en el laberinto, reflejado por las flechas 15, existen otros símbolos, como los referenciados con 16, que se corresponden con los grafismos existentes en los tambores 1 y cuyo alcance determina la combinación en dichos tambores a base de el símbolo 16, lo que supone un premio que puede ser obtenido de forma directa pero que además permite realizar la primera jugada auxiliar a más-menos a través de los indicadores 5 y finalmente existen otros símbolos, los referenciados con 17 que también determinan un número complementario de avances, pero con la particularidad de que tal número no está prefijado en la pantalla y en el participa, al menos aparentemente, el jugador. En relación con estos símbolos 17, en la zona superior del tablero de juego auxiliar 11, se establece una alineación de símbolos 18 que se iluminan secuencialmente cuando los avances alcanzan uno de los símbolos 17 y cuya parada es controlada por el jugador a través del pulsador 19. En función del símbolo 18 sobre el que se consiga tal parada, se efectuará por parte de la máquina la contabilización de los nuevos "avances". Existe también en el tablero auxiliar 11, uno o más símbolos 20 correspondientes a premios misteriosos, que la máquina suministra de acuerdo con su programación y que no se reflejan en pantalla.

Esta segunda jugada auxiliar de la máquina se ofrecerá al principio al jugador cuando la combinación establecida en los tambores 11 no se corresponda a un premio directo, y no siempre, siendo ofrecida tan solo cuando el estado de recaudación de la máquina lo permita. De idéntica manera, en función de tal estado los avances obtenidos en el tablero auxiliar 11 serán acumulativos de una a otra jugada,

o bien se anularán tras cada jugada.

Mercede también especial mención el hecho de que los símbolos 12 mencionados con anterioridad como carentes de valor, son transformables en avances de los tambores 1, por parte del jugador, mediante el accionamiento de los pulsadores 2. En este sentido y partiendo de la representación de la figura, en la que sobre los tambores 1 aparecen visibles los números cuatro, uno y dos, el sumatorio de estos números es siete y, tal número de avances en el tablero auxiliar 11 determina un símbolo del tipo de los referenciados con 12.

Estos siete avances pueden ser suministrados a uno o más de los tambores 1 a través de los pulsadores 2, con lo que se modificará la combinación resultante y se podrá llegar a una a la que corresponda un premio.

En cualquier caso se consigue una considerable potenciación del atractivo de la máquina por cuanto que existe una mayor participación por parte del jugador en el desarrollo del juego.

Descrito el objeto del presente Modelo de Utilidad y sus distintas partes, se declara que lo que constituye la esencialidad del mismo es lo que se concreta en las siguientes:

REIVINDICACIONES

1.- MAQUINA RECREATIVA PERFECCIONADA, que siendo  
del tipo de las que se constituyen mediante una plurali-  
5 dad de "tambores" portadores de grafismos capaces de es-  
tablecer múltiples combinaciones, susceptibles de premio,  
esencialmente se caracteriza porque su pantalla incor-  
pora una pluralidad de indicadores, portadores de grafis-  
mos que reflejan escalonadamente los diferentes valores  
10 de los premios obtenibles, estableciendose en la circui-  
tería de control de la máquina un circuito auxiliar que,  
a través de correspondientes pulsadores de accionamiento,  
y ante el registro por parte de dicho circuito de una si-  
tuación de premio, posibilita la variación hacia más o  
15 hacia menos, en uno o dos escalones, en orden a aumentar  
el valor del premio, a riesgo de que éste pueda disminuir  
con la particularidad de que la máquina incorpora un in-  
dicador auxiliar informativo de tal posibilidad, así como  
un segundo indicador auxiliar indicativo del resultado  
20 determinado por dicho circuito auxiliar, tras el accio-  
namiento del o los correspondientes pulsadores.

2.- MAQUINA RECREATIVA PERFECCIONADA, según rei-  
vindicación 1, caracterizada porque los tambores incorpo-  
ran, además de los grafismos combinatorios convenciona-  
25 les números complementarios asistidos por un circuito  
sumatorio que, ante una combinación no premiada, con-  
vierte dicho sumatorio en un tren de impulsos suministra-

do a un "laberinto" establecido en un tablero de juego auxiliar, determinando "avances" sobre dicho laberinto con la particularidad de que en este último se establecen premios complementarios a través de los citados avances.

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3.- MAQUINA RECREATIVA PERFECCIONADA, según reivindicaciones anteriores, caracterizada porque en el citado laberinto se establecen posiciones en las que se activa directamente el contador de monedas de la máquina, para el suministro directo de premios, posiciones en las que se habilitan los pulsadores de accionamiento de los tambores de la máquina, para variar la combinación obtenida y posiciones, complementarias de las anteriores, que resultan inoperantes.

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4.- MAQUINA RECREATIVA PERFECCIONADA, según reivindicaciones anteriores, caracterizada porque en el citado laberinto se establecen interconexiones determinantes de "saltos" en el mismo al establecerse el acceso a determinadas zonas del mismo.

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5.- MAQUINA RECREATIVA PERFECCIONADA, según reivindicaciones anteriores, caracterizada porque en el laberinto se establece una alineación serie de motivos, que se iluminan secuencialmente, habiéndose previsto que dicha iluminación secuencial sea interrumpida con la colaboración de un pulsador de bloqueo que fija el valor de uno de tales motivos y que define un número de avances complementarios en el laberinto.

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G.- MAQUINA RECREATIVA PERFECCIONADA, según queda descrito y reivindicado en la presente memoria, que consta de once hojas todas ellas escritas a máquina por una sola de sus caras y se representa en los dibujos que se acompañan.

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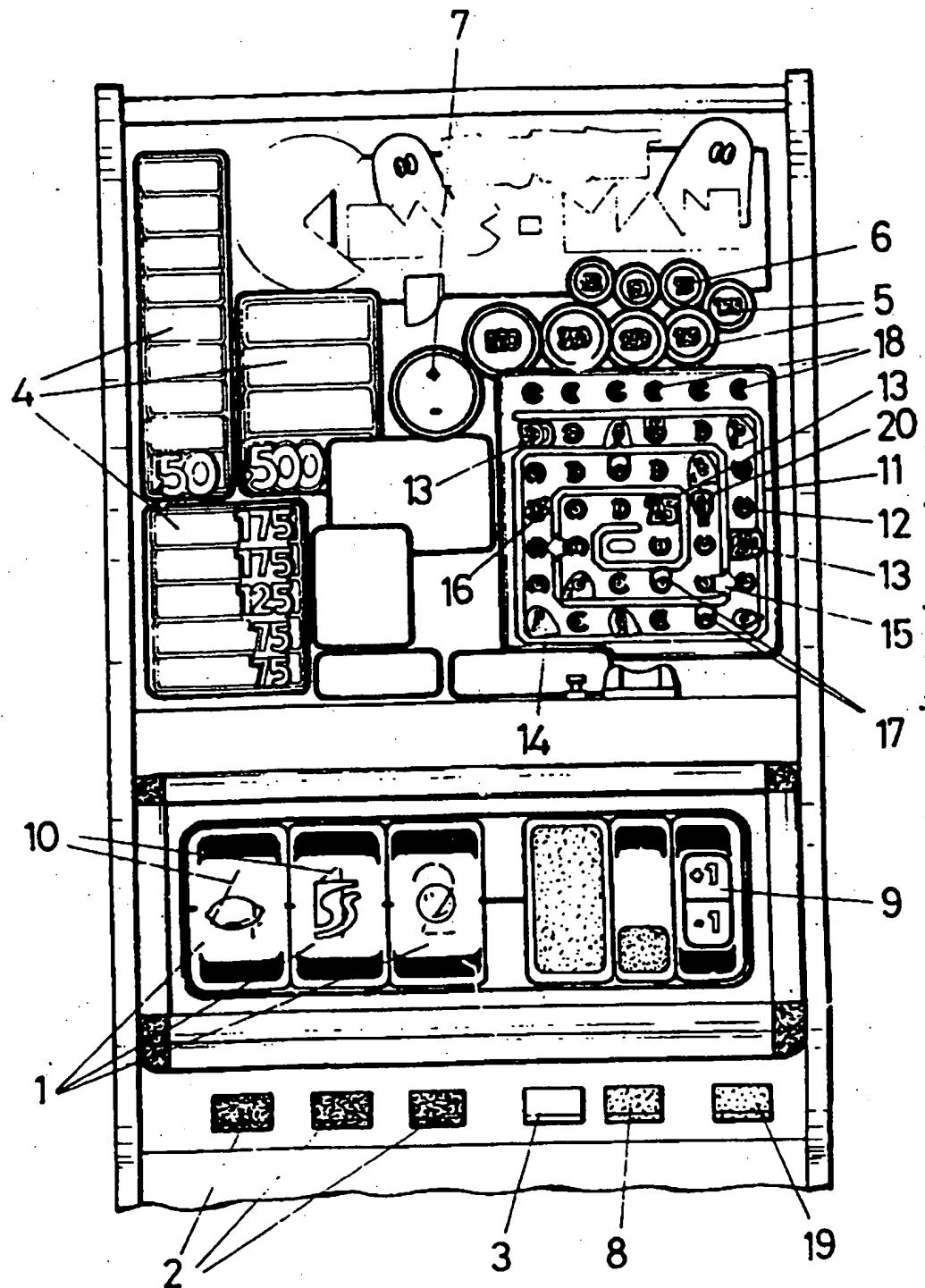
Madrid, 21 de junio 1.983

JULIO HERRERO.

P.P.

*Tacca V. Carr.*

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MADRID  
 Dpto. M. C.  
 S. A.

ESCALA VARIABLE

ANCHOR 16187

*Trinco 1.000*

INDUSTRIAL PROPERTY REGISTRATION

529.536

presentation date

JUNE 21, 1983

PROCESS OF UTILITY MODEL No. 273-058

INVENTION PATENT

SPAIN

[no entries]

International Classification

G07F 17/34

(54) TITLE OF THE INVENTION

IMPROVED GAMING MACHINE

(71) PETITIONER

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(13) TITLEHOLDERS

The petitioner

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ANCHOR 16175

(54)

Improved gaming machine.

Fig. 1

5[illegible]6916

(57)

Gaming machine of the type which includes a multiplicity of drums carrying icons capable of establishing multiple prize-winning combinations.

It consists of a screen which incorporated a multitude of displays carrying icons which reflect the stages, of the values of the different prize levels obtainable; with an auxiliary circuit which through the corresponding action push-buttons, and before the registration by the circuit of a prize-winning situation, makes a variation possible either upwards or downwards, so as to increase the prize value; and to display or report on the result adopted by the auxiliary circuit.



### DESCRIPTIVE NOTE

This invention, as is stated in the abstract of this descriptive note, refers to a gaming machine which has been significantly improved in order to make its features more powerful.

The machine which the invention proposes is one of the type which incorporates a set of drums, or simulated drums, carrying symbols capable of establishing different prize-winning combinations.

As is known, upon introducing a coin into the slot of these machines, the drums are set in motion, and their stopping determines a combination, pre-established in the machine control program, where respective push-buttons exist for stopping the drums, even though such push buttons do not have any effect on the final combination.

The improvement proposed by the invention is directed towards the "prolonging" of the game, with a greater participation by the player.

In this sense the machine incorporates on its screen, in addition to the conventional displays corresponding to the possible prize combinations, another series of displays corresponding to the different values pertaining to the various prizes, so that when a prize-winning combination is indicated, the display lights up corresponding to the value obtained. A complementary display, preferably provided with the signs + and -, will also light up reporting to the players, that starting from the prize already obtained, he can attempt to increase it with the risk that it decreases, via the action of an auxiliary push button.

Obviously this possibility will only be offered by the machine when the prize obtained is not a limiting one, that is to say, when it involves neither the maximum nor the minimum prize.

The action of such a push button after an auxiliary circuit in the machine's program is activated by pushing it, so that the prize initially obtained can move to the value immediately higher or lower, with this result reflected in the corresponding display and the machine supplying the corresponding prize.

There also exists a timing circuit, so that the complementary play situation is maintained during a pre-established period, after which this possibility is eliminated and the machine supplies the prize originally obtained.

There exists furthermore a second auxiliary play, by which the machine incorporates in its "drums" respective numbers, in addition to the motions or icons with which the combination is obtained, where their sum is transformed into the number of advances and feeds an auxiliary gaming panel established on the screen of the machine itself.

This auxiliary play, which will only be feasible when the combination obtained on the "drums" does not correspond to a direct prize, and shall not always be so, that is to say that the machine shall offer such an auxiliary play, only when the percentage of the takings so permits and, according to the coefficients of the programmed and pre-established prizes, supposes a number of advances, equivalent to the previously cited sum, on the auxiliary panel, so that a series of symbols is established on such a panel

with different values, and the player may obtain a complementary prize as a function of the situation corresponding to the sum of the advances.

In a more definitive manner a related numbering is established on said auxiliary panel, corresponding to the various advances, with symbols lacking prizes, other symbols which in turn suppose more advances, symbols which yield direct or indirect prizes, of specific value, and mystery prizes where their value is not reflected on the screen and will be determined by the machine also as a function of the programming performed for the purpose.

In order to complement the description which shall be realized below and in order to reach a better understanding of the features of the invention, a single sheet of plans shall be attached to this descriptive note, as an integral part thereof, in which in its sole figure with an illustrative and unrestricted nature, has been represented a partial front facial view of a gaming machine, realized according to the improvements which are the objective of this invention.

From the view of this figure may be seen how the gaming machine that the invention proposes incorporates a series of "drums" 1, each one carrying a multitude of symbols, capable of establishing different prize-winning combinations, where each one of said drums 1 is served by the corresponding push button 2 to perform its presumed stop, at the same time as a push button 3 establishes the start up of said drums, after the introduction of the corresponding coin.

On the machine's screen shall exist, as is customary,

a series of displays 4 relative to the different prize-winning combinations and to the respective prizes.

Starting from this conventional structuring, the improvements that the invention proposes also center on the existence upon the machine's screen of another series of displays 5, in which appear the respective values 6 corresponding to the different prizes obtainable by the player, so that a progressive scale from the minimum to the maximum value is established. In the example represented in the figure, said values are 25-50-75-125-175-250-350-500, but clearly these values can vary without any limit.

Each one of these displays 5 is served by a pilot lamp and, when the drums 1 attain a prize combination, the pilot light illuminates corresponding to the indicator 5 of the value obtained.

Simultaneously other display is activated 7 which reports to the player on the possibility of making a first auxiliary play, consisting, as stated previously, in increasing the value of the prize obtained, in steps, with the risk of decreasing it by one step also.

For that another push button 8 exists with which the auxiliary play is carried out, with a display 9, with the symbols +1 and -1 lighting up the symbols in each case corresponding to the result of the auxiliary play, with the machine thereafter supplying the prize obtained based upon the play.

This auxiliary play is optional, so that, after the illumination of the display 7, and after a pre-established time, if the player

has not acted on key 8, the machine will supply directly the prize obtained in the main play.

The results of this auxiliary play are not random rather the increase or the reduction of the original prize will be found as properly programmed, so that machine at all times supplies the percentage of the pre-established prize with regard to the takings.

The machine further offers a second auxiliary prize, for which the drums 1 themselves, in addition to the customary motions, incorporate respective numbers 10. When the combination obtained in the drums 1 does not have a direct prize, and also through the programming circuit of the machine, the sum is performed of the cited number 10 and such sum is transformed into a number of "advances" supplied to an auxiliary panel 11 existing on the machine's screen and preferably configured according to a labyrinth.

In said labyrinth an alignment of symbols 12 is established in proper order, which are 35 in number in the realization example chosen, but where their number can vary without any limitation and such symbols are duly numbered to establish the order of "advances" with each one corresponding to a different value.

In this sense symbols exist such as those referenced as 12, which are without value, other symbols exist such as those referenced with 13 which determine a direct prize, specifically in the realization example chosen of 25, 250, and 500 pts, other symbols exist, specifically those referenced as 14, which suppose a complementary number of advances, a number which appears reflected therein,

symbols also exist which determine a skip in the labyrinth, reflected by the arrow 15, other symbols exist, such as those referenced with 16, which do not correspond with the existing icons on the drums 1 and where their range determines the combination on said drums based on the symbol 16, which supposes a prize which may be obtained directly but which in addition permits making the first auxiliary play for more or less through the displays 5 and finally other symbols exist, those referenced with 17 which also determine a complimentary number of advances but with the specificity that such a number is not preset on the screen, and the player, at least apparently, participates in that. In regard to these symbols 17, in the upper zone of the auxiliary playing panel, a symbol alignment is established which illuminates sequentially when the advances reach one of the symbols 17 and where its halting is controlled by the player through push button 15. As a function of the symbol 18 on which such a halt is achieved, the accounting of the new "advances" shall be performed by the machine. There also exists in the auxiliary switchboard 11, one or more symbols 20 correspond to the mystery prizes, which the machine shall supply according to its programming and which are not reflected on the screen.

This second auxiliary play of the machine shall be offered in principle to the player when the combination established on the drums 11 does not correspond to a direct prize, and not always, it being offered only when the status of the machine's takings so permit. In an identical fashion, as a function of such state of "advances" obtained on the auxiliary keyboard 11 will be accumulated from one play to another,

or alternatively will be cancelled after each play.

The fact deserves special mention that the symbols 12 mentioned previously as without a value, may be transformed into advances of the drums 1, by the player, via the action of the push buttons 2. In this sense and starting from the representation of the figure, in which above the drums 1, the numbers four, one and two appear visible, the sum of these number is seven and such a number of advances on the auxiliary panel 11 determines a symbol of the type referenced as 12.

These seven advances may be supplied to one or more of the drums 1 through the push buttons 2, with which the resulting combination will be modified and may reach one which corresponds to a prize.

In any case a considerable enhancement is achieved in the machine's attractiveness, therefore there exists a greater participation by the player in the game's progress.

Having described the object of this Utility Model and its different parts, it is stated what constitutes the essence thereof is determined by the following:

CLAIMS

1.- IMPROVED GAMING MACHINE, which is of the type formed by a multiplicity of "drums" carrying icons which are capable of establishing multiple prize-winning combinations, essentially characterized in that its screen incorporates a multitude of indicators, carrying icons which reflect the stages of the different prize levels obtainable, and establishes in the control circuits of the machine an auxiliary circuit that, through its corresponding activation push-buttons, and before the registration by said circuit of a prize situation, it makes possible the variation upwards or downwards, by one or two steps, in order to increase the prize value, at the risk that this may decrease with the specific feature that the machine incorporates an auxiliary display reporting on such a possibility, as well as a secondary auxiliary display of the result determined by said auxiliary circuit, following the action of the push button(s).

2.- IMPROVED GAMING MACHINE, according to claim 1, characterized in that because the drums incorporate, in addition to the combinatorial icons, conventional complementary numbers served by a summing circuit which, when a non-prize-winning combination is attained, converts said sum into a train of pulses fed to



a "labyrinth" on an auxiliary game panel, determining "advances" on said labyrinth with the specificity that the latter may establish complementary prizes through the cited advances.

3.- IMPROVED GAMING MACHINE, according to the previous claims, characterized in that the cited labyrinth establishes positions in which it acts directly on the coin meter of the machine, for the direct supply of prizes, in which positions the push buttons are enabled for activating the machine's drums, in order to vary the combination obtained and the positions, complementary to foregoing that turn out to be inoperative.

4.- IMPROVED GAMING MACHINE, according to the previous claims characterized in that, the cited labyrinth establishes determined interconnections of "skips" within it, on establishing access to determined zones therein.

5.- IMPROVED GAMING MACHINE, according to previous claims, characterized because in the labyrinth a series of movement alignments are established, which illuminate sequentially without interruption, with the assistance of a blocking push button that fixes the position value of one of such motion and defines a complementary number of advances in the labyrinth.

6.- IMPROVED GAMING MACHINE, as is described and claimed in this note, which consists of eleven sheets all of them typed on only one side and are represented in the attached drawings.

Madrid, June 21, 1983

JULIO HERRERO.

p.p.

[signature]

SEGA, SA

ONLY PAGE

[drawing]

VARIABLE SCALE

ANCHOR 16187

MADRID  
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INDUSTRIAL PROPERTY REGISTRATION

529.536

presentation date  
JUNE 21, 1983

PROCESS OF UTILITY MODEL No. 273-058

INVENTION PATENT

SPAIN

[no entries]

International Classification  
G07F 17/34

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(54) TITLE OF THE INVENTION

IMPROVED GAMING MACHINE

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(54)

Improved gaming machine.

Fig. 1

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(57)

Gaming machine of the type which includes a multiplicity of drums carrying icons capable of establishing multiple prize-winning combinations.

It consists of a screen which incorporated a multitude of displays carrying icons which reflect the stages, of the values of the different prize levels obtainable; with an auxiliary circuit which through the corresponding action push-buttons, and before the registration by the circuit of a prize-winning situation, makes a variation possible either upwards or downwards, so as to increase the prize value; and to display or report on the result adopted by the auxiliary circuit.

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DESCRIPTIVE NOTE

This invention, as is stated in the abstract of this descriptive note, refers to a gaming machine which has been significantly improved in order to make its features more powerful.

The machine which the invention proposes is one of the type which incorporates a set of drums, or simulated drums, carrying symbols capable of establishing different prize-winning combinations.

As is known, upon introducing a coin into the slot of these machines, the drums are set in motion, and their stopping determines a combination, pre-established in the machine control program, where respective push-buttons exist for stopping the drums, even though such push buttons do not have any effect on the final combination.

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The improvement proposed by the invention is directed towards the "prolonging" of the game, with a greater participation by the player.

In this sense the machine incorporates on its screen, in addition to the conventional displays corresponding to the possible prize combinations, another series of displays corresponding to the different values pertaining to the various prizes, so that when a prize-winning combination is indicated, the display lights up corresponding to the value obtained. A complementary display, preferably provided with the signs + and -, will also light up reporting to the players, that starting from the prize already obtained, he can attempt to increase it with the risk that it decreases, via the action of an auxiliary push button.

Obviously this possibility will only be offered by the machine when the prize obtained is not a limiting one, that is to say, when it involves neither the maximum nor the minimum prize.

The action of such a push button after an auxiliary circuit in the machine's program is activated by pushing it, so that the prize initially obtained can move to the value immediately higher or lower, with this result reflected in the corresponding display and the machine supplying the corresponding prize.

There also exists a timing circuit, so that the complementary play situation is maintained during a pre-established period, after which this possibility is eliminated and the machine supplies the prize originally obtained.

There exists furthermore a second auxiliary play, by which the machine incorporates in its "drums" respective numbers, in addition to the motions or icons with which the combination is obtained, where their sum is transformed into the number of advances and feeds an auxiliary gaming panel established on the screen of the machine itself.

This auxiliary play, which will only be feasible when the combination obtained on the "drums" does not correspond to a direct prize, and shall not always be so, that is to say that the machine shall offer such an auxiliary play, only when the percentage of the takings so permits and, according to the coefficients of the programmed and pre-established prizes, supposes a number of advances, equivalent to the previously cited sum, on the auxiliary panel, so that a series of symbols is established on such a panel

with different values, and the player may obtain a complementary prize as a function of the situation corresponding to the sum of the advances.

In a more definitive manner a related numbering is established on said auxiliary panel, corresponding to the various advances, with symbols lacking prizes, other symbols which in turn suppose more advances, symbols which yield direct or indirect prizes, of specific value, and mystery prizes where their value is not reflected on the screen and will be determined by the machine also as a function of the programming performed for the purpose.

In order to complement the description which shall be realized below and in order to reach a better understanding of the features of the invention, a single sheet of plans shall be attached to this descriptive note, as an integral part thereof, in which in its sole figure with an illustrative and unrestricted nature, has been represented a partial front facial view of a gaming machine, realized according to the improvements which are the objective of this invention.

From the view of this figure may be seen how the gaming machine that the invention proposes incorporates a series of "drums" 1, each one carrying a multitude of symbols, capable of establishing different prize-winning combinations, where each one of said drums 1 is served by the corresponding push button 2 to perform its presumed stop, at the same time as a push button 3 establishes the start up of said drums, after the introduction of the corresponding coin.

On the machine's screen shall exist, as is customary,



a series of displays 4 relative to the different prize-winning combinations and to the respective prizes.

Starting from this conventional structuring, the improvements that the invention proposes also center on the existence upon the machine's screen of another series of displays 5, in which appear the respective values 6 corresponding to the different prizes obtainable by the player, so that a progressive scale from the minimum to the maximum value is established. In the example represented in the figure, said values are 25-50-75-125-175-250-350-500, but clearly these values can vary without any limit.

Each one of these displays 5 is served by a pilot lamp and, when the drums 1 attain a prize combination, the pilot light illuminates corresponding to the indicator 5 of the value obtained.

Simultaneously other display is activated 7 which reports to the player on the possibility of making a first auxiliary play, consisting, as stated previously, in increasing the value of the prize obtained, in steps, with the risk of decreasing it by one step also.

For that another push button 8 exists with which the auxiliary play is carried out, with a display 9, with the symbols +1 and -1 lighting up the symbols in each case corresponding to the result of the auxiliary play, with the machine thereafter supplying the prize obtained based upon the play.

This auxiliary play is optional, so that, after the illumination of the display 7, and after a pre-established time, if the player

has not acted on key 8, the machine will supply directly the prize obtained in the main play.

The results of this auxiliary play are not random rather the increase or the reduction of the original prize will be found as properly programmed, so that machine at all times supplies the percentage of the pre-established prize with regard to the takings.

The machine further offers a second auxiliary prize, for which the drums 1 themselves, in addition to the customary motions, incorporate respective numbers 10. When the combination obtained in the drums 1 does not have a direct prize, and also through the programming circuit of the machine, the sum is performed of the cited number 10 and such sum is transformed into a number of "advances" supplied to an auxiliary panel 11 existing on the machine's screen and preferably configured according to a labyrinth.

In said labyrinth an alignment of symbols 12 is established in proper order, which are 35 in number in the realization example chosen, but where their number can vary without any limitation and such symbols are duly numbered to establish the order of "advances" with each one corresponding to a different value.

In this sense symbols exist such as those referenced as 12, which are without value, other symbols exist such as those referenced with 13 which determine a direct prize, specifically in the realization example chosen of 25, 250, and 500 pts, other symbols exist, specifically those referenced as 14, which suppose a complementary number of advances, a number which appears reflected therein,

symbols also exist which determine a skip in the labyrinth, reflected by the arrow 15, other symbols exist, such as those referenced with 16, which do not correspond with the existing icons on the drums 1 and where their range determines the combination on said drums based on the symbol 16, which supposes a prize which may be obtained directly but which in addition permits making the first auxiliary play for more or less through the displays 5 and finally other symbols exist, those referenced with 17 which also determine a complimentary number of advances but with the specificity that such a number is not preset on the screen, and the player, at least apparently, participates in that. In regard to these symbols 17, in the upper zone of the auxiliary playing panel, a symbol alignment is established which illuminates sequentially when the advances reach one of the symbols 17 and where its halting is controlled by the player through push button 15. As a function of the symbol 18 on which such a halt is achieved, the accounting of the new "advances" shall be performed by the machine. There also exists in the auxiliary switchboard 11, one or more symbols 20 correspond to the mystery prizes, which the machine shall supply according to its programming and which are not reflected on the screen.

This second auxiliary play of the machine shall be offered in principle to the player when the combination established on the drums 11 does not correspond to a direct prize, and not always, it being offered only when the status of the machine's takings so permit. In an identical fashion, as a function of such state of "advances" obtained on the auxiliary keyboard 11 will be accumulated from one play to another,

or alternatively will be cancelled after each play.

The fact deserves special mention that the symbols 12 mentioned previously as without a value, may be transformed into advances of the drums 1, by the player, via the action of the push buttons 2. In this sense and starting from the representation of the figure, in which above the drums 1, the numbers four, one and two appear visible, the sum of these number is seven and such a number of advances on the auxiliary panel 11 determines a symbol of the type referenced as 12.

These seven advances may be supplied to one or more of the drums 1 through the push buttons 2, with which the resulting combination will be modified and may reach one which corresponds to a prize.

In any case a considerable enhancement is achieved in the machine's attractiveness, therefore there exists a greater participation by the player in the game's progress.

Having described the object of this Utility Model and its different parts, it is stated what constitutes the essence thereof is determined by the following:

CLAIMS

1.- IMPROVED GAMING MACHINE, which is of the type formed by a multiplicity of "drums" carrying icons which are capable of establishing multiple prize-winning combinations, essentially characterized in that its screen incorporates a multitude of indicators, carrying icons which reflect the stages of the different prize levels obtainable, and establishes in the control circuits of the machine an auxiliary circuit that, through its corresponding activation push-buttons, and before the registration by said circuit of a prize situation, it makes possible the variation upwards or downwards, by one or two steps, in order to increase the prize value, at the risk that this may decrease with the specific feature that the machine incorporates an auxiliary display reporting on such a possibility, as well as a secondary auxiliary display of the result determined by said auxiliary circuit, following the action of the push button(s).

2.- IMPROVED GAMING MACHINE, according to claim 1, characterized in that because the drums incorporate, in addition to the combinatorial icons, conventional complementary numbers served by a summing circuit which, when a non-prize-winning combination is attained, converts said sum into a train of pulses fed to

a "labyrinth" on an auxiliary game panel, determining "advances" on said labyrinth with the specificity that the latter may establish complementary prizes through the cited advances.

3.- IMPROVED GAMING MACHINE, according to the previous claims, characterized in that the cited labyrinth establishes positions in which it acts directly on the coin meter of the machine, for the direct supply of prizes, in which positions the push buttons are enabled for activating the machine's drums, in order to vary the combination obtained and the positions, complementary to foregoing that turn out to be inoperative.

4.- IMPROVED GAMING MACHINE, according to the previous claims characterized in that, the cited labyrinth establishes determined interconnections of "skips" within it, on establishing access to determined zones therein.

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5.- IMPROVED GAMING MACHINE, according to previous claims, characterized because in the labyrinth a series of movement alignments are established, which illuminate sequentially without interruption, with the assistance of a blocking push button that fixes the position value of one of such motion and defines a complementary number of advances in the labyrinth.

6.- IMPROVED GAMING MACHINE, as is described and claimed in this note, which consists of eleven sheets all of them typed on only one side and are represented in the attached drawings.

Madrid, June 21, 1983

JULIO HERRERO.

p.p.

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SEGA, SA

ONLY PAGE



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[drawing]

MADRID  
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VARIABLE SCALE

ANCHOR 16187

[signature]